Listing of the Claims:

The following is a complete listing of all the claims in the application, with an indication of the status of each:

1   1 (Currently Amended). A method for representing a business process

2   within a computing system, comprising the steps of:

3   ~~defining the business process using a state-machine based~~

4   ~~representation where transitions of the state machine represent roles and~~

5   ~~actions, and states of the state machine represent stages in the business~~

6   ~~process where the commerce system is waiting for an event to occur;~~

7   <u>generating computer code of a state machine representing a</u>

8   <u>business process to be implemented;</u>

9   <u>providing a graphical user interface (GUI) used to view and edit a</u>

10   <u>graphical representation of the state machine representing the business</u>

11   <u>process, wherein business processes can be created and modified by</u>

12   <u>changing, adding, and/or removing states and transitions from the state</u>

13   <u>machine representation of the business processes using the GUI and once</u>

14   <u>the graphical representation is modified, a newly depicted state machine</u>

15   <u>code representation is generated by computer software;</u>

16   identifying the actions that participants with particular roles can

17   perform at particular stages of the business process by corresponding state

18   in the state machine and out-going transitions from that state<u>; and</u>

19   <u>storing the state machine representation of the process, including</u>

20   <u>actions that participants with particular roles can perform at particular</u>

21   <u>stages of the business process by corresponding state in the state machine</u>

22   <u>and out-going transitions from that state.</u>

2 (Canceled).

1   3 (Original). The method of claim 1, wherein attributes of a state-machine

2   based representation are tailored to a particular user.

1   4 (Original). The method of claim 1, wherein the state-machine based

2   representation includes means for validating that actions taken by a user

3   are allowed by the state machine description so as to ensure that the user

4   has a role that can perform the requested action at that state.

1   5 (Original). The method of claim 1, wherein the business processes and

2   their state-machine based representations can be synchronized with other

3   business processes by passing messages between state machines.

1   6 (Currently Amended). A method for executing a business process

2   represented as a state machine running on a computing system, where

3   transitions of the state machine represent roles of participants in the

4   business process and actions that can be taken as part of the business

5   process, and states of the state machine represent stages in the business

6   process where the business process is waiting for an event to occur, the

7   method comprising <u>the steps of</u>:

8   ~~receiving from a user a command representing a desired action to~~

9   ~~be performed as part of the business process;~~

10   ~~checking the role of the user within the business process and a~~

11   ~~context in which the command occurs;~~

12   ~~if the command is allowable by a user with the role within the~~

13   ~~context, executing the command~~

14   <u>retrieving a context of a invocation of an action including retrieval</u>

15   <u>and marshaling of incoming parameters and deriving of user and role</u>

16   <u>information;</u>

17   <u>determining by a commerce flow engine which state machine</u>

18   <u>corresponds to a requested commerce function based on the action and its</u>

19   <u>context;</u>

20   <u>determining by the commerce flow engine whether the action is</u>

21   <u>creating a new instance or working on an existing instance, and if a new</u>

22   <u>instance, once the new instance is created, setting to a start state used by its</u>

23   <u>underlying state machine;</u>

24   <u>after creating or retrieving the instance, determining by the</u>

25   <u>commerce flow engine whether the action is valid based on a role of the</u>

26   <u>requester and there is a transition in the state machine from the instance's</u>

27   <u>current state with the requested action;</u>

28   <u>determining by the commerce flow engine a state to which the</u>

29   <u>transition corresponding to the action would move the instance in and</u>

30   <u>storing this state as a pending state;</u>

31   <u>executing by the commerce execution engine a command</u>

32   <u>corresponding to the requested action; and</u>

33   <u>storing the pending state that had been stored as a current state with</u>

34   <u>the pending state being cleared.</u>

1   7 (Original). The method of claim 6, further comprising the step of

2   displaying to users a list of possible commands to be issued by the user as

3   part of the business process.

1   8 (Original). The method of claim 7, where the displayed commands are

2   selected for display based on the user's role within the business process,

3   the context of the business process, and the state of the business process.

1   9 (Original). The method of claim 6, wherein different versions of a

2   business process represented as different state machines share software for

3   actions common in the different state machines, and share user interfaces

4   by generating a means of user interaction based on the state machine

5   descriptions.

1   10 (Currently amended). The method of claim 6, where the execution of

2   different instances of a particular business process ~~are~~ <u>is</u> handled by storing

3   a current state for each instance of the business process.

1   11 (Currently Amended). A system for executing a business process

2   represented as a state machine running on a computing system, where

3   transitions of the state machine represent roles of participants in the

4   business process and actions that can be taken as part of the business

5   process, and states of the state machine represent stages in the business

6   process where the business process is waiting for an event to occur, the

7   system comprising:

8   ~~means for receiving from a user a command representing a desired~~

9   ~~action to be performed as part of the business process;~~

10   ~~means for checking the role of the user within the business process~~

11   ~~and a context in which the command occurs;~~

12   ~~means for, if the command is allowable by a user with the role~~

13   ~~within the context, executing the command~~

14   <u>a computer code representation of a state machine representing a</u>

15   <u>business process to be implemented;</u>

16   <u>a graphical user interface (GUI) used to view and edit a graphical</u>

17   <u>representation of the state machine representing the business process,</u>

18   <u>wherein business processes can be created and modified by changing,</u>

19   <u>adding, and/or removing states and transitions from the state machine</u>

20   <u>representation of the business processes using the GUI and once the</u>

21   <u>graphical representation is modified, a newly depicted state machine code</u>

22   <u>representation is generated by computer software;</u>

23   <u>a commerce flow engine which stores and executes the state</u>

24   <u>machine representation of the process, including management of process</u>

25   <u>user inputs, wherein when newly created or modified process is compiled,</u>

26   <u>a resulting state machine is loaded for storage in state machine storage and</u>

27   <u>wherein when a user works on a business process, a state machine is</u>

28   <u>retrieved from said state machine storage, and</u>

29   <u>a client on which end users may interact with the system, actions</u>

30   <u>requested by end users being passed to the commerce flow engine which</u>

31   <u>processes client inputs and provides output to the client.</u>

1   12 (Currently Amended). A computer program product in a computer

2   readable medium for representing a business process within a computing

3   system, the computer program product comprising:

4   first instructions for defining the business process using a

5   state-machine based representation where transitions of the state machine

6   represent roles and actions, and states of the state machine represent stages

7   in the business process where the commerce system is waiting for an event

8   to occur;

9   second instructions for <u>providing a graphical user interface (GUI)</u>

10   <u>used to view and edit a graphical representation of the state machine</u>

11   <u>representing the business process, wherein business processes can be</u>

12   <u>created and modified by changing, adding, and/or removing states and</u>

13   <u>transitions from the state machine representation of the business processes</u>

14   <u>using the GUI and once the graphical representation is modified, a newly</u>

15   <u>depicted state machine code representation is generated by computer</u>

16   <u>software;</u>

17   <u>third instructions for</u> identifying the actions that participants with

18   particular roles can perform at particular stages of the business process by

19   corresponding state in the state machine and out-going transitions from

20   that state<u>; and</u>

21   <u>fourth instructions for storing the state machine representation of</u>

22   <u>the process, including actions that participants with particular roles can</u>

23   <u>perform at particular stages of the business process by corresponding state</u>

24   <u>in the state machine and out-going transitions from that state.</u>

1   13 (Currently amended). A computer program product in a computer

2   readable medium for executing a business process within a computing

3   system, <u>said business process being represented as a state machine running</u>

4   <u>on said computing system,</u> the computer program product comprising:

5   first instructions for receiving from a user a command representing

6   a desired action to be performed as part of the business process;

7   second instructions for <u>retrieving a context of a invocation of an</u>

8   <u>action including retrieval and marshaling of incoming parameters and</u>

9   <u>deriving of user and role information;</u>

10	third instructions for determining by a commerce flow engine
11	which state machine corresponds to a requested commerce function based
12	on the action and its context;
13	fourth instructions for determining by the commerce flow engine
14	whether the action is creating a new instance or working on an existing
15	instance, and if a new instance, once the new instance is created, setting to
16	a start state used by its underlying state machine;
17	fifth instructions for checking the role of the user within the
18	business process and a context in which the command occurs;
19	sixth instructions for determining a state to which the transition
20	corresponding to the action would move the instance in and storing this
21	state as a pending state;
22	~~third~~ seventh instructions for, if the command is allowable by a
23	user with the role within the context, executing the command; and
24	eighth instruction for storing the pending state that had been stored
25	as a current state with the pending state being cleared.

1	14 (New). The method of claim 6, further comprising the step of
2	determining by the commerce flow engine whether a message needs to be
3	sent out when the current state is reached within the machine.

1	15 (New). The system for executing a business process recited in claim 11,
2	wherein the particular state machine retrieved from state machine storage
3	depends on the business process, an identity of the client, and other
4	variable criteria, the commerce flow engine including a storage of a current
5	state of a process instance and processing of client inputs depending on the
6	current state of the process instance and a role of the action requester.

1	16 (New). The system for executing a business process recited in claim 11,
2	wherein end users interact with the system by means of a web browser
3	operating on the client.